

# CLAW & FANG

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## THE FANG OF THE YEAR

(Winning Nomination by David Reynolds)

For Fang of the Year, I would like to nominate the humble mailman. Not those so-and-sos who put up the price of stamps, but the guy who delivers the mail. For a year and a half now, or longer, I have been getting over two letters a week in diplomatic correspondence, and sending out about the same. Not once have I known a letter to go astray. And, most importantly, C & F has always arrived punctually without fail. We are all dependent for our pleasure on the steadfastness of this much-maligned service, and a word of recognition would be graceful. Sadly, the Canadian postman must wait until another time for his round of applause.

P.S. Of course, this letter is certain to go astray!  
(It didn't.)

Having been besieged with constant requests for articles from our eloquent Fang-master, I've finally decided to break down and bore you with....

## THE FUTURE OF DIPLOMACY - AS I SEE IT

by Don Pitsch

Commercialism is here to stay! Today a great deal of animosity is being generated by those factions seeking to keep Diplomacy a small "personal" group. Yet, there are those organizations and individuals who will financially risk to promote the game. Surely some say that this is deplorable, attempting to profit from the hobby. Yet, if Diplomacy is to survive, such a direction is needed.

Note that we now have a plethora of rating systems. We have a "central" organization to which members subscribe. We have organized conventions and prize monies for tournament performance.

These, gentlemen, are the forerunners to standardizations of rules and tournaments. Only after such criteria is established will Diplomacy be accepted as a pastime worthy for the majority's attention. Just as chess and bridge achieved renown and popularity through much the same means, so will Diplomacy.

With the commercialism will come a new influx of money, ideas, and growth. Small hobby publishers will still exist, but there will be other commercial ventures which will maintain a professional stature much like Walt Buchanan's "Diplomacy World".

Will the hobby be lost? No. Even now it is impossible to know everyone involved with the hobby. Small subgroups will arise just as they do now. These may even be large enough to organize "chapters" to some parent organization. Why fight it? We are growing and progressing from obscurity to renown.

Maybe, some day, we will even have Diplomacy "masters".

1975 GC

GAMEMASTER: FANGMASTER  
SUMMER 1902: Austria A Gal R Vie

FALL 1902//CANADIAN ARMY OCCUPIES ST PETERSBURG

AUSTRIA W. Callahan: (5) F Gre\*-Ion, A Bul-Rum\*, A Bud\* S A Bul-Rum, A Vie\* &amp; A Tri,

A Tri H/d/ R(Alb, Ser, OTB)\* CENTERS: 1/2, Vie, Bud, Gre, Ser?, RUM (5 or 4)

ENGLAND Holmes: (5) F Nwgs-NAO\*, F NthS\*-EngC, F Bar\* S A Nwy-StP, //Even or -1

A Bel\* S GERMAN A Rich-Bur, A Hwy-STP\* CENTERS: Home, Nwy, Bel, STP (6) Build 1

FRANCE Forte: (5) F MidA\*-Eng, A Par\* S A Mar-Bur, A Spa\* H, A Mar\*-Bur,

A Pic\* S A Mar-Bur CENTERS: Home, Par, Spa (5) Even

GERMANY Nelson: (5) F Kiel-Hol\*, A Den\*-Sve, A Ruhr\*-Bur, A Mun\* S A Ruhr-Bur,

A Par-Til\* CENTERS: Home, Hol, Den (5) Even

ITALY McDonald: (4) F Ion\* H, F Wes-Tyrr\*, A Tyr\* S A Ven-Tri, A Ven-Tri\*

CENTERS: Home, Tun, TRI (5) Build 1

RUSSIA Willemsen: (6, 1 short) F Sev\* H, F Both\*-Sve, A Gal\*-Vie, A Ukr\* S F Sev,

A Mos\* S F Sev CENTERS: Mos, 1/2, War, Sev, Sve, RUM (4) Remove 1

TURKEY Rosowski: (4) F Bla\* S A Arm-Sev, F Con-Bul(sc)\*, A Rum S A Arm-Sev /d/ R(Sco-OTB)\*

A Arm\*-Sev CENTERS: Home, Bul, SER? (4 or 5) Even or build 1

WINTER 1902, adjustments due Saturday January 24. Spring 1903 due February 6.

Play it safe and send conditional spring orders in with your winter adjustments. You can always change them and you will at least have a set in,

1975 V

GAMEMASTER: Doug McMullin, 2739 Mission Rd, Courtenay, B.C. Canada V9N 5Z8 (These done by Fangmaster)

AUTUMN 1904: Italy-NRR F Nap R OTB, Russia F Rum R OTB

//WINTER 1904// SPRING 1905 RUSSIAN GUNBOATS LAND IN ENGLAND. FRENCH ARMY OCCUPIES PARIS. CASUALTIES HIGH FOR BOTH FORCES.

ENGLAND W. Callahan//Build F Eng// (4) F Eng-S\*-Bur, F Bre\*-MAO, F Lon\*-Nth,

F Eng\* S F Lon-Nth

FRANCE Weitz //Remove A Boh// (5) A Bel H/d/ R(Pic, OTB)\*, A Bur-Par\*, A Mar-Gas\*, F Spa(sc)\*-MAO, F Lyo-IMed\*

GERMANY G. Neal //Even// (5) F Den\* S RUSSIAN F Skag-Nth, A Hol\* S A Ruhr-Bel, A Mun-Bur\*, A Ruhr-Bel\*, A Kiel-Ruhr\*

ITALY Tilson? //NRR GM removes A Pru// (4) A Tun H/d/ R(NAf, OTB)\*

RUSSIA Durco //Build F StP(nc)// (11, 1 short) F Nwgs S F Skag-Nth, A Ven-Pie\*, A Vie-Tyrr\*, A Rome-Tus\*, F StP(nc)\*-Bur, A Sve\* H, A War-Lva\*, F NthS-Yor\*, F Skag-NthS\*, A Gal-Vie\*

TURKEY Cathcart //Build F SMY// (8) F Aeg\* H (unordered), F Gre H NSU, F SMY\*-Aeg, A Ser-Gre\*, A Rum-Ser\*, F Ion\* S F Tyrr-Tun, F Tyrr-Tun\*, F Nap-Tyrr\*, A Bul\* H The Canadian postal strike is over (or haven't you heard) and Doug can take over GMing this game again. Orders are due in Courtenay on Jan 31.

1974 HZ

GAMEMASTER: John M. Weswig, 2115 N.W. Elder St., Corvallis, OR 97330. Tele (503) 752-8883

CIVIL DISORDER IN GERMANY AS FIELD NARROWS--WHO'S NEXT?

FALL 1905: Italian A ven R OTB

WINTER 1905: Italy--Remove A tyr England--Remove F nwy France--Build F BRE, F MAR, Turkey--Build F CON, F SMY A PAR

SPRING 1906:

AUSTRIA (BEHNEN,5): MM: As WAR, SER, VIE &amp; Fs ADR, GRE H.

ENGLAND (PELUSO,7): F ION S F NTH C A yor-NW, A lva-PRU, A stp-LVA, F PAI-Ber, F DEN S french a kie.

FRANCE (TORTE,10): F bre-MID, F eng-BEL, A par-PIC, F mar-LYO, A HOL S A KIE S a bur-MUN, F WES-tun, F NAP S A ven-ROU.

GERMANY (WAG,2): A BER H, A mun H (DISL &amp; ELTM).

ITALY (TILSON,2): F ION S F ion-IR.

TURKEY (CLERM,8): A SEV S A MOS S austrian a war-lva (NSO), F RUM S A BUL S F GRE S F aeg-IOH, F cor-DEG, F SMY-EAS.

Fall 1906 orders due to John M. Weswig on or before 1900 hrs on 3 Feb 76. No standby is called for Austria because Austrian orders were received 2 Jan 76--three days after the deadline.

## THE ADVENTURES OF FANGMASTER IN FRANCE

## Let's All Play "Metro".

Gather around children and Uncle Fangmaster will explain the rules of a game to you. It is called "Riding the Paris Subway" or "Metro" for short. Your Uncle Fangmaster and Aunty Helpmate spent many happy hours in Paris learning the rules and participating in this game. The object is to get from where you're at to where you want to be in the least time and with the least amount of effort. (The latter a Fangmaster hallmark.)

The first thing you must do upon your arrival in Paris is get a "Plan de Metro". This is a sort of conference map of the playing field. These are easily obtained free of charge. Most hotels have them as do many guide books. Each Metro station has a large scale map but it is rather awkward to rip one of these off the wall and carry it with you. Looking at the plan you will note there are thirteen different colored lines on it. There are thirteen different subway lines. At the end of each line in large print is the final destination of each line. These are important. The two end destinations of line 1, for example, are Pont De Neuilly and Chateau De Vincennes. When you enter a station on line 1 you have to make a choice on which passage way to follow, "Direction Pont De Neuilly" or "Direction Chateau De Vincennes." You would know which "Direction" to go if you had checked your "Plan de Metro" to see if your destination is between you and Pont De Neuilly or between you and Chateau De Vincennes. On the "Plan" each line is marked with little dots that are the stations on the line. Marked with circles are stations that are "correspondances". These are stations where you can change from one line to another. In some instances there are as many as four lines converging at one "correspondance". To change lines requires walking, stair climbing, and sometimes even moving sidewalks.

Now getting back to the game. Pick your destination. Then determine the station where you are. If for some reason you can't read just look at the wall map and the spot that is worn through from constant finger poking is the place you are at. Since where you want to go is never on the same line as where you are at you will have to change lines. Route yourself to your destination using as few "correspondances" as possible.

Money is no factor because the price is the same no matter how far you go. The price of the ticket depends on the quantity and class. First Class tickets cost 2.2 franks each (about 50¢) or 10 for 13.5. Second Class tickets cost 1.5 franks each (about 35¢) or 10 for 9 franks. Every train usually has five cars with the middle one being First Class. I have determined by many observations that the First Class car does not go any faster than the Second Class cars surrounding it. I always buy Second Class. Also, since I play many games of "Metro" I usually buy the ten pack. After all, just one trip between our hotel and American Express for more money uses up 4 tickets for Helpmate and myself.

Riding first class also has another disadvantage, except at rush hour you can usually find a seat. This takes a lot of the sport out of the game. You watch the trains come by you and you see the fore and aft cars jammed with people hanging unto straps, poles, and each other, while the folks in first class are leaning back and calmly reading newspapers. Read a newspaper indeed when you can get in there and try to elbow someone out of a recently vacated seat.

On each car there are certain seats reserved for (and in this order) (1) disabled war veterans; (2) civilian blind, persons injured at work, and civilian disabled; (3) pregnant women and persons accompanied by children less than four years old. This did offer some possibilities to my fruitful mind. However: (1) In the army I once got my finger jammed in a typewriter carriage--but they probably only mean veterans of the French army. (2) I thought of using my old football injury but the splinters don't show when I'm sitting down. (3) Helpmate refused to dress as a four year old. Come to think of it, it's not so bad standing and holding onto that pole near the door. You get to bump into a lot of interesting people that way and have a much better chance of pushing out the door when you reach your stop.

I didn't win every game of "Metro" of course. Once I wanted to take the subway to Montmartre--the famed artist section of all the guidebooks. I routed myself to a

(continued overleaf)

stop called "Montmartre". This turned out to be rue Montmartre and nowhere near the section of Montmartre. In fact, you can't really take the subway to Montmartre, although there are a couple of stops within hiking distance.

In conclusion, for those who really don't want to play the game but merely get from point "A" to point "B" there is that category above first class known as the Taxi. However, during the rush hour you can't find a seat on one of these either....they are all taken.

\* \* \* \* \*

#### FACE TO FACE WITH DAVID TAEUSCH

##### Letters To The Editor

Dear Don:

For a long time I've been wanting to sit down and write you a letter. But I wanted to wait until there was something good in CLAW & FANG to write about. I have finally given up this idea, and am writing you anyway.

/s/ Stoney T. Bartholemew

Dear Don:

Reader's Digest does articles from every magazine but never a CLAW & FANG article, Why is this?

/s/ Sidney Dick Sidney

Dear Fangmaster:

My English Lit teacher told us to do a paper on a great person. So I have selected you. What we are suppose to do is to essay you against the quote from Shakespeare "SOME MEN ARE BORN GREAT: SOME ACHIEVE GREATNESS: AND SOME HAVE GREATNESS THRUST UPON THEM."

What I would like to know is, how much money did it take for you?

/s/ Sylvester Mockinggood

Hey, dingo weed:

I've wrote ya lots and lots of letters telling you how awful you is but they were never published. Then I wrote one letter saying you okay, and it was printed the next week. How come, Fangy? Did I get lucky all of the sudden?

/s/ Fanny Rhinehart

Hey, Fangmaster:

Do you remember that night in Frisco we were out on the town, and you came upon a sign that said WET CEMENT and you did? Boy that sure was funny.

/s/ Freddie Winternose

\* \* \* \* \*

1975V GAMEMASTER: David Forte, Apartment 1107, 210 West 70th St, New York, N.Y.  
10023 Tele: (212) 877-1081

#### FALL 1904 CORRECTION

I omitted one of England's moves on my report to Don. That is English F Norway to NwgS. Because of this I am delaying the deadline for a month but calling for Spring moves at the same time. That way there will be no net loss of deadline time.

#### AUTUMN 1905

TURKEY: A Con R Ank, F Bul R OTB (Turkey must remove 1)

Winter 1904 and Spring 1905 orders due at my place on February 2.

## THE DIPLOMAT'S OTHER TABLE

Springerlie  
(A traditional German Christmas cookie)

by Tom McCLOUD

(I have been meaning to send this in since last Christmas. Oh well, better late than never.)

Preparation time: 30 minutes mixing, 8 hours drying, 22 minutes baking.

Number of servings: 40

Source of recipe: My mother, Jane M. McCLOUD nee Benton, who had it from her mother, Julia U. Benton, nee Ulrich. (Just to let you know where the "German" came into it.)

Ingredients: 2 cups sugar       $\frac{1}{2}$  cups unsifted flour      anise seed  
4 eggs (extra large)       $\frac{1}{2}$  tsp anise extract  
Butter to grease cookie sheets

Special tools: To make these properly you need either a springerlie rolling pin, or springerlie boards. These have pictures carved into them. The springerlie rolling pins are sold commercially, and should not be too hard to find. But ask for "the rolling pin with pictures carved in it" they might not know it by name. Springerlie boards are hand carved and handed down from one generation to the next. The pictures are about  $1\frac{1}{2}$  inches by 2 inches if you want to carve your own. However, the cookies may be cut out with cookie cutters, or even simply cut out with a knife, they still taste just as good.

Preparation: Butter two cookie sheets 10" x 14" or larger, sprinkle anise seed generously all over each sheet. (I'd call 4 to 10 seeds per square inch adequate, it isn't critical. Beat eggs until thick, add sugar gradually beating well between each addition. Beat at medium speed 4-5 minutes more. Add anise extract and blend. Fold in flour lightly. (This is the one point where the recipe is critical. My wife and I have taken to using the following procedure. Fold in flour with the electric mixer until it threatens to stall out. Then fold in more flour with a wooden spoon until about a cup remains. (There's nothing special about wood, it's just that our metal handled spoons bend in this dough, and of course, plastic spoons are utterly hopeless.) At this point I take over because my wife isn't quite strong enough to fold in the remaining flour, even I find it hard. Furthermore, I do not add all of the flour. Instead I stop when the dough has reached the right consistency, about that of pie dough, and is no longer sticky. If you add too much flour, the dough becomes dry and powdery. This can be corrected by adding minute amounts of water, say 1/3 tsp at a time, until the dough is moist again. (Why so much problem with the flour? Well, if you will look back at the ingredients you will see that the only liquids are the eggs and anise extract.) If you can't manage to fold in all of the necessary flour with a spoon, you may knead in the last part of it. (However, this may promote hardness, see below.) On our current batch, I had  $\frac{1}{4}$  cup of flour left over.

Flour as surface for rolling. With an ordinary rolling pin roll part of the dough about  $\frac{1}{2}$  inch thick then press or roll design firmly over dough. Cut along the lines of the imprint into shapes. Or simply cut into  $1\frac{1}{2}$  x 2 inch rectangles, rolled somewhat thinner. Place on seeded buttered sheet. Repeat with the rest of the dough. Let cookies stand overnight to dry and set imprinted pictures.

Put the cookies into the oven at 375° F. for 2 minutes. Turn oven down to 300° and bake about 20 minutes or until barely brown on the bottom. The tops should still be white. (How do you see the bottom of a cookie? Lift it up with a fork and look.) Let cool a bit, then eat or store in a closed can.

Quality of result: The first time my wife made these, they came out with a thin crust on top, and then sort of an air bubble. I'd never had them like that, so we called my mother to see what had gone wrong. It turned out that nothing had gone wrong, that crust effect is the sign of perfection in springerlie, and my mother had simply never achieved it.

(continued on page 6)

If you don't have that kind of beginner's luck, the most common flaw in the results is that the cookies come out hard. At a guess, our last batch here came out about  $2\frac{1}{2}$  on Moh's scale. The problem when they are too hard, is that the dough did not have enough air beaten into it, or that the air was kneaded out. Note that there is neither yeast, nor baking powder, nor anything similar in this recipe, it depends entirely on hard work.

If your batch does come out hard, they are still quite edible, so long as you are careful not to break a tooth. Dunking in milk, tea, or coffee helps a great deal, in fact my father regards them as a dunking cookie and almost always eats them that way.

Are they worth it? I think so. I have been eating these for over twenty five years, and they are absolutely my favorite food of any kind. Christmas wouldn't be Christmas to me without them.

I do not recommend sending a batch of hard springerle to a Diplomacy opponent to get revenge by breaking his or her teeth, for one thing you might be sued for the dental bill. On the other hand, I am sending this recipe to Don to get revenge on his waistline for what his "Seven Layer Bars" are doing to mine!

1975EL

GAMEMASTER: Robert Wartenberg, 2 E Riverview, Norwich, CT  
06360 Tel: (203) 886-2246

SPRING 1903

FRANCE (Diehl) 6: F Bre-Eng, F MAO S F Bre-Eng, A Pic-Bel, A Bur S A Pic-Bel, A Ruh S A Mun, A Mun H

ENGLAND (Robinson) 3: F Nth-Den, F Ska S F Nth-Den, F Lon-Nth

GERMANY (Crowley?) 6, 1 short: NMR F Swe H, F Bel H /d/ R(Hol, OTB), A Den H /d/ R(Kiel, OTB), A Ber H, A Sil H

RUSSIA (Kendler) 6: F Sev-Tia, A Ukr-War, A Rum S AUSTRIAN A Bul, A Nwy-StP, A StP-Fin, F Bot-Bal

ITALY (Holmes) 6: F Nap-Apu, F Ion S F Gre, F Gre S TURKISH A Con-Bul, A Vie S A Ven-Tyr, A Ven-Tyr, A Rom-Ven

COA AUSTRIA (Boggs) 4: F Tri-Ven, A Bud-Vie, A Ser S A Bul, A Bul S TURKISH F Aeg-Gre NSO

TURKEY (Eisen) 3: F Ank-Bla, F Aeg S A Con-Bul, A Con-Bul

Fall 1903 orders are due in Norwich on January 31. Change of address for Michael Boggs to 1020 Maunaihi Place #1015, Honolulu, HI 96822. I am asking for standby orders for Germany from Bill Stewart, 2600 Prince Rupert #2, Memphis, Tenn 38128.

PRESS// Vienna: The Emperor Minimus was furious. "Still no battle reports!" he shrieked. "Why can't we have homing pigeons like everyone else??"

"Because," replied General Havok, "you ordered them all executed after you saw what they were doing to your statue."

Colonel Zandurz came in with the overdue reports. "The news is mixed, sire. There was a typographical error in the first reports. The Germans did not move an army into the Tyrrhenian Sea but into Tyrolia. There they met the empress, who was in hot pursuit of a band of Italian monks. She routed the Germans, and they fled back through Munich and into the Ruhr. She pursued, raping stragglers, but as she reached Munich, the French captured it. Then she either fell into Frenchhands or vice-versa-- the reports are unclear. All we know is that the French troops have been smiling a lot ever since..."

"Stop with the bad news!" begged the emperor. "Give me the good news!"

"Colonel Zandurz gulped. "That is the good news," he said. "The bad news is that the Italians have captured Vienna."

Emperor Minimus looked at General Havok. "General, where are we now?"

"Vienna, your majesty."

"I thought that the kid who delivered the pizza last night was acting awfully smug." The emperor's entire countenance seemed to sag, but on someone who is 2'2" it was hard to tell whether he was sagging or not. "That is all, gentlemen," he said.

As they departed, Colonel Zandurz whispered to General Havok, "If he got upset over that, I'm glad I didn't tell him the homing turtles were doing the same thing to his statue that the homing pigeons did."



1974 J

GAMEMASTER: FANGMASTER

FALL 1913//WAR DRAGS ON AS BELLIGERENTS FAIL TO REACH  
ACCORD ON PEACE AGREEMENT

ENGLAND Topper: (5) F Bre\* S F 'MAO, F Nwy\* H, F NAO\* S GERMAN A Gas-Spa,  
F Iri\* S F MAO, F Eng\* S F MAO CENTERS: Home, Nwy, Bre (5) Even

GERMANY Sokolitsky: (13) F Both\* S A Lva, A Mun\* S A Tyro, A Sil-Gal\*, A Lva\* S A Mos,  
A Boh\* S A Vie, A Mar\* S A Gas-Spa, A Mos\* / A War, A Tyro\* S A Vie, A War\* S A Sil-Gal,  
A Pied-Ven /d/ annihilated, A Vie\* / A Sil-Gal, A Gas-Spa, A Pru\* S A War  
CENTERS: Home, Bel, Swe, Hol, Den, StP, War, Mar, Par, / /, Mos, VIE (13) Build 1

TURKEY Stafford: (16, 1 short) F Tyrr-Lyon\*, F Por\* S F Spa(sc), F Spa(sc)\* / F Por,  
F NAF\* H, F WMed\* S F Spa, F Adr\* S A Ser-Tri, F Tus-Pied, A Sev-Mos,  
A Ser-Tri, A Ukr\* S A Gal-War, A Tri-Vie, A Bud\* S A Tri-Vie, A Ven\* S F Tus-Pied,  
A Gal-War /d/ R(Rum,OTB)\*, F Bla\* H  
CENTERS: Home, Bul, Sev, Gre, Tun, Spa, Por, Ser, Rum, / /, Bud, Rome, Nap, Ven, TRI(16)+1  
Autumn 1913, Winter 1913, and Spring 1914 all due on February 6.

1974 FA

GAMEMASTER: FANGMASTER

AUTUMN 1909: Turky A Sev R Arm, A Tri R OTB

//WINTER 1909// and SPRING 1910 FRENCH PUSH CLOSER TO VICTORY

FRANCE Reynolds //Even// (16) F StP(nc)\* H, F Pru\* H, F Nwy-Swe\*, F Both\* H, F Lyon\* H,  
F Bal\* C A Kiel-Lva, F Tyrr\* S A Tus-Rome, F Ion-Nap, F Tus-Rome\*, F Tun\* H(unord)  
F WMed H NSU, A Bur-Ruhr\*, A Gas-Bur\*, A Mar\* H, A Pied-Ven, A Kiel-Lva\*,  
A Ruhr-Kiel\*

GERMANY Torrey //Build A Mun// (6) A Mun-Tyro\*, A Ukr\* S A Sev, A Gal-Bud\*, A Tyro-Tri\*,  
A Vie\* S A Tyro-Tri, A Sev H /d/ R(Mos,OTB)\*

ITALY Peluso // / / (6, 1 short) F Con\* H, F Nap\* / F Rome, F Rome / F Nap /d/ annih.,  
A Ven\* S A Tri, A Tri / A Ven /d/ R(Alb,Sér,OTB)\*

TURKEY // / / Blank // Remove A Gre// (6) A Ser-Rum\*, A Bul\* S A Ser-Rum, A Smy-Ank\*,  
A Arm\* S F Rum-Sev, F Bla\* S F Rum-Sev, F Rum-Sev\*

Fall 1910 orders are due February 6. Since it is patently obvious that this game  
will end next season please send in your statements.

1974 GV

GAMEMASTER: FANGMASTER

SPRING 1907

ITALIANS AND FRENCH ENCOURAGE EACH OTHER TO ATTACK TURKISH IONIAN FLEET

ENGLAND Kendter: (10) F Nth\* C A Lon-Hol, F Den-Swe, F Helg\* S A Kiel, F Edi-Nwg\*,  
F Bel\* S A Lon-Hol, F Nw\* / F Den-Swe, F Bar\* S F Nwy, A Lon-Hol\*, A Kiel\* H,  
A Bur\*-Ruh

FRANCE Lachlik: (5) F Nap\* S ITALIAN F Tun-Ion NSO, F Tyrr\* S F Nap, A Pied\*-Tus,  
A Mar\* S ENGLISH A Bur NSO, A Tus-Rome\*

ITALY McIlvaine: (1) F Tun\* S FRENCH F Tyrr-Ion NSO

RUSSIA M. Hanagan: (7) A Fin-Nwy, F StP(nc)\* S A Fin-Nwy, A Swe-Den, A Ber\*-Kiel,  
A Ruhr\* / TURKISH A Mun, A Tyro\*-Ven, F Alb-Gre\*

TURKEY C. Neal: (11) F Aeg\* S F Ion, F WMed\* S F Ion, F Adr-Tri\*, F Apu-Adr\*,  
A Ank-Con\*, F Smy\* H, A Lva\*-S RUSSIAN F StP, A Ven\*-Tus, A Gre-Apu\*,  
A Mun\*-S RUSSIAN A Ber-Kiel, F Ion\* C A Gre-Apu

Fall 1907 orders are due at 1900 hours Saturday February 6.

1974 CZ

GAMEMASTER: FANGMASTER

WINTER 1909

AUSTRIA: Remove F Adr ENGLAND: Remove F Iri FRANCE: Even ITALY: Remove A Tri  
GERMANY: Build F Kiel, F Ber, A Mun TURKEY (// / / Groves): Build F Con, A Ank  
Spring 1910 orders are due at 1900 hours Saturday February 6.

PRESS// BEOGRAD: (From our correspondent in London) The Prime Minister was re-  
ported lost today in his attempt to cross the channel in a rubber raft. No trace  
of the PM himself was found, however pieces of his raft, apparently chewed by a large,  
toothy animal were found floating at sea. Experts speculated that he was the victim

(continued on page 2)

of a shark attack.....

The government is reported to have taken the PM's loss in stride; MP's long ago disenchanted with the PM's subservient attitude towards the Kaiser, now hope to put up some sort of resistance to the latest and long awaited German offensive.

1975HF

GAMEMASTER: Gary Behnen, 9245 Tea Rose Lane  
Crestwood, MO 63126

//Winter 1901// and Spring 1902

AUSTRIA Diehl: //Build A Vie, A Bud// A Boh-Sil, A Vie-Boh, A Bud S A Ser, A Ser S F Gre, F Gre S ITALIAN F Ion-Aeg

ENGLAND Gemignani: //Even// A Lon H, F Nwg-Nwy, F Nth S F Nwg-Nwy

FRANCE Dewsnap: //Build A Par, A Mar// A Bel H, F Eng S A Bel, A Por-Spa, A Par-Bur, A Mar S A Par-Bur

GERMANY M. Hanagan?: //Build F Kiel, A Ber// NMR F Kie H, F Hol H, A Ber H, A Den H, A Bur

COA ITALY Klitzke: //Build F Nap// A Tyo S AUSTRIAN A Vie-Boh, A Tun H, F Ion-Aeg, //d// R F Nap-Ion

RUSSIA Zaccalini: //Build F StP(nc), F Sev// F StP(nc)-Nwy, F Swe S F StP(nc)-Nwy, A Ukr-Gal, A Rum-Arm, F Sev-Rum, F Bla C A Rum-Arm

TURKEY d'LeWhonette: //Build F Ank// F Ank-Bla, A Bul S F Aeg(Imp), F Aeg S A Bul /d/ R(Smy,EMed, OTB), A Con S A Bul

Change of address for Bill Klitzke to 331 Pembroke Hall, University Inn, Whitewater, Wisc 53190.

Fall 1902 moves are due February 2, 1976 by 3:00 PM CST. I believe Michael Hanagan will retain his position, but just in case will Russell L. Nekorchuk, 6201 Franks Rd, House Springs, Mo 63051 submit standby orders for Germany? Incidentally, Germany's builds were Mikes. Some players are sending their moves to my old Minnesota address. Please take note of my new address. I will call collect anyone who wishes this service to prevent NMRs. Unless we have numerous retreats and builds I shall combine winter and spring to keep the game moving. Only 4 votes were received on this issue. However, due to C&F going monthly I felt this the best course. I will not grant a separation of seasons if requested if I feel one is not needed, so get those moves in.

PRESS// PARIS (Mar 21, 1902): IT ISN'T NICE TO FOOL MOTHER NATURE. A late blizzard assisted our glorious troops in pushing the Germans out of France. The French Commander-in-Chief, Le Vinhoch, expressed his hope that we would meet no scattered pockets of resistance, but could work to reestablish the peace known by our fathers. Noted iconoclast, in a lighter note, wonders whether the proposed union between the Archduke and the Princess is already fertile.

VIENNA (Feb 19, 1902): The ARCHDUKE suffering intense passion to be united with his anglo-maiden love has convinced his daddy to exert even greater pressure on the GREAT POWERS blocking their union. ((It must have worked, the pressure that is....))

VIENNA (Feb 28, 1902): Reports from the Royal Health Spa in Zurich reveal that the young Sultan is under treatment for obscene adolescent nocturnal dreams and the verbal emission of fantasy. In addition, the young Sultan's jock itch and acne will be treated.

ROME: To: Admirál Clizzini

From: Secretary of Navy, Bumblino

I'm happy to say that your lengthy report on shark attacks in the Ionian has moved the high command to positive action. They're sending you to the Aegean. However, you're still not receiving life jackets or shark repellent. However, we are sending you 10,000 copies of Italian-Grecian dictionaries.

BUDAPEST (Mar 15, 1902): A recent edition of the London Times announced Princess Peggy's great amusement when the word of the young Sultan's psychological and physical problems were leaked to the public. ((In national interest I assume?))

LONDON ((Middle Bank??)): Queen Margaret expressed concern over the attitude of the Sultan, Nefer Ben Kissed. "I used to know his father very well, he was a fine man. His son appears to have been driven mad by love of my daughter Peggy. I have already promised her to the Archduke. ((Anyway, his dowry was larger)) However, to keep international peace I will inform the Sultan that I have yet another, ugh, daughter. Perhaps this will cure him of his madness."

(Analysis overleaf)

## ANALYSIS of 1975HF

Austria appears to have pulled off a diplomatic coupe. With a firm Italian ally and apparently a cooperative Russian he is capable of manipulating the board. Unless there is a coalition forming in the wings, Italy and Austria will go to victory as absolute chaos in the west poses little threat and a triumvirate marching on Turkey will leave him helpless. From here, Austria has pulled himself into the lead.

France seems to be changing horses in midstream. However, this will probably benefit him as he can now direct his armies against a crumbling Reich and southward towards his future threats. His play is comparable to Austria's, but he will need a few swift tactical and strategical operations to snatch victory from the jaws of defeat.

Germany was slowly losing ground as it stumbled downhill, now it's rolling faster than the houses in California. His NMR will render him offensively impotent, although his defensive capabilities remain. A few breaks could change things, however, at this time it looks like a long, drawn out losing battle on the central plains.

Italy is playing a stupendous game. He has solidified his borders and has extended his sphere of influence into Turkey and southern Germany. Although moving methodically, his side of the steamroller won't bog down in the muck and mire. It looks like he has a 2-way split with the Archduke.

England has made a giant effort to take the fishing factories in Norway, but ever imperialistic Russians have thwarted her attempts. However, it appears she has plugged the leaks in the Royal Barge as the Frogs have changed face. I have to give credit for a stupendous diplomatic feat if this is the case as she had an assured doom. It may be that the appearance of Princess Peggy has whipped a sense of pride and stubbornness into the Limeys.

Russia has regained its feet and is already expanding its borders. Numerically, he has the largest force on the board. However, his probable adversary, Austria, outnumbers him on the land by more than 2 to 1. I feel Russia will be beaten into oblivion in the near future, especially if Austria is threatened by more Russian armies. Ironical, well, yes. But my choice would be to defend and bring war on than to delay it and bring sure defeat.

Turkey seems to be going under, but the spirit of the young Sultan seems to be in his troops also. I'd say Turkey will be around for a good long time, and may even prosper at Russia's expense if he is willing to play a minor role in the steamroller coalition.

# 1975EM

GAMEMASTER: FANGMASTER

FALL 1903

HOW DO I GET MYSELF INTO THESE THINGS?

AUSTRIA Cathcart: (5) Alb\*-Adr, A Tyro\*-Mun, A Boh\*-Sil, A Ser\* S A Tri, A Tri\* H

CENTERS: Home, Gre, Ser (5) Even

TAPS TRY TAKING TUNIS

ENGLAND: F Iri-MAO\*, F Nth-Den\*, F WMed\*-Tun, F Eng\* S F Iri-MAO, F Bar\* S A Nwy-StP

A Nwy\*-StP CENTERS: Home, Nwy, Syb, Bel, DEN (6) Even ((Neiger))

FRENCH TAKE HOLIDAY IN SOUTH

FRANCE Barber?: (3) NMR F Por\* H, A Mar\* H, A Gas\* H CENTERS: Mar, Spa, Por (3) Even

HUNS SWAP BERLINE AND DENMARK FOR SWEDEN. (THAT MUST BE SOME BLONDE)

GERMANY Robinson: (7) F Bre\*-Gas, A Mun\* \$ A Ber, A Sil\*-War, A Ruhr\* S A Mun,

A Den-Swe\*, A Bur-Par\*, A Ber S A Mun /d/ R(Kiel, OIB)\*

CENTERS: Bff, Kiel, Mun, Bff, Par, Hol, Bre, SWE (6) Remove 1

BEACHES LEFT UNDEENDED AS ITALIANS GO FOR BROKE

ITALY Behnen: (4) F Nap\*-Ion, F Adr\*-Tri, A Pied-Tyo\*, A Ven\* S A Pie-Tyo CTRS: Home, Tun

RUSSIANS (TRY TO) RETALIATE //((4) Even

RUSSIA Crowley: (5) F Pol\*-SLA-Ber, F StP(nc)\* H, A Mos\* S F StP, A Pru-Ber\*,

A Gal\*-War CENTERS: Home, Rum, BER (6) Build 1

TURKS ATTEMPT MASSIVE DELIVERY OF HASTIISH AND USED RUGS AT TUNIS //

TURKEY Torrey: (4) F Aeg\*-Ion, F Ion\*-Tun, A Bul\* H, A Smy-Arm\* CTRS: Home, Bul (4) Even

Winter 1903 and Spring 1904 orders due February 3. Would Bob Wartenburg please submit standby orders for France. (Address in 1975EL).

AS THE GREAT K'DOO BIRD OFTEN SAYS: K'DOO!

Finals being over for this semester, we are back to grace the pages of Claw & Fang. These pages provided by Scott and Paul Hightower, GM's for the Bourse, Proxima Centauri, and the Mensa games 1975AA and 1975HG. Address: 3118 Lamar Drive, Lexington, KY 40502. Phone (606) 269-2581.

1975 HG

MENSA 5

WINTER 1901

AUSTRIA(Stephen Locke) Build A Budapest

Summary: A Bud, A Tri, A Ser, F Gre (4)

ENGLAND(David Reynolds) Build F Edi, F Lon

Summary: A Yor, F Edi, F Nwy, F Lon, F Bre (5)

FRANCE(Arnold Vagts) Build F Mar, A Par

Summary: A Bel, A Par, F Mar, A Spa, F Por (5)

GERMANY(David Carawan) Build A Mun, A Kie

Summary: F Den, A Hol, A Kie, A Mun, A Bur (5)

ITALY(Sid Jolly) No adjustment

Summary: A Ven, A Apu, F Ion (3)

RUSSIA(John Dutcher?) NMR Two short

Summary: F Bot, A Vie, F Rum, A Sev (4-two short)

TURKEY(Don Dewsnap) Build A Ank

Summary: A Bul, F Bla, A Con, A Ank (4)

NEUTRALS: Tunis, Sweden

Will William Young, PO Box 907, Clearfield, PA 16830 please submit orders for RUSSIA?

Spring 1902 orders are due no later than 2200hrs EST, Tuesday, 3 February 1976 (first one this year!)

1975 AA

MENSA 3

WINTER 1904

AUSTRIA(William Young) Build A Budapest

Summary: A Bud, A Rom, A Tus, A Tuh, A Mun, A Sil, A Tum, F Nap, F Ion, F Tyr, A Pie (11)

CENTERS: Home, Ser, Gre, Bul, Rum, Mun, Ven, Nap, Rom

ENGLAND(Mike Kane) No adjustment

Summary: F Lon, F Nthm, F Hel, F Den (4)

CENTERS: Edi, Lon, Den, Swe

GERMANY(Ted Crowley) No adjustment

Summary: A, Bur, F, Bel, A, Hol, A, Ber (4)

CENTERS: Ber, Hol, Bel, Par

ITALY(Frank Kirchner) No adjustment

Summary: F Iri, F WMed, A Gas, A Mar, F Tun (5 - one short)

CENTERS: Tun, Mar, Bre, Spa, Por, Liv

RUSSIA(Mike Ward) No adjustment

Summary: F StP(nc), F Arm, A Mos, A War, F Kie (5)

CENTERS: StP, Mos, war, Kie, Nwy

TURKEY(Stephen Locke) No adjustment

Summary: A Sev, F Bla, F Ank, F Con (4)

CENTERS: Home, Sev

This was supposed to be Spring 1905, too, but not enough of you guys got your orders in to make it a decent game. So, SPRING 1905 orders due no later than 2200HRS EST, Tuesday, 3 February 1976. (More)

K'DOO! page two

1975AA continued: If we still don't receive enough orders this next time the game will proceed, NMR's and all. The vote to concede the game to Austria is still open. By the way, all those of you who did submit orders had better submit extras, just in case yours didn't get delivered.

## BOURSE FOR 1975EM

## EIGHTH SUMMARY (01 JANUARY 1976)

MARKET FLOUNDERS AS SPECULATOR'S TAKE A WELL EARNED CHRISTMAS BREAK.

TRANSAX:	KRONEN	POUNDS	FRANCS	MARKS	LIRE	RUBLES	PIASTRE	GOLD
Volume:	100	x	1340	100	x	400	500	x
High	46/100	x	10/300	72/100	x	50/400	50/500	x
Low	46/100	x	3/90	72/100	x	50/400	50/500	x
Average	46	x	7	72	x	50	50	x
STANDING:								
Buy	30/50	81/110	x	75/20	x	50/40	51/100	x
Sell9	44/10	90/200	1/9310	85/300	19/500	52/400	53/100	x
Values	50	60	30	70+60	40	50	40	x
J Barber	500	500	850	500	700	450	500	2900
G Behnen	100	800	x	590	1000	290	x	53630
M Boggs	700	950	x	x	400	x	150	82670
Cathcart	650	400	100	500	230	600	700	39785
T Crowley	800	490	610	500	490	x	500	37555
D Dewsnap	500	x	750	700	800	660	700	25310
S Hall	100	790	790	870	10	600	790	-10700
M Hudec	700	600	500	610	450	430	500	9710
Johnston	x	x	1800	x	400	720	500	55450
S Jolly	700	1010	260	100	600	150	880	9710
P Kane	500	500	500	500	500	500	500	25000
M Kane	400	400	400	600	500	500	500	32900
G Laking	560	200	690	300	1300	750	30	20580
S Locke	580	500	500	530	580	560	510	12970
E Lydick	550	500	600	660	500	600	550	370
S McDonald	650	500	500	500	500	500	500	18200
Reynolds	1000	-300	600	900	500	1300	640	3060
D Scott	800	900	160	260	150	70	900	8420
B Smith	500	500	500	500	500	500	500	25000
T Tilson	200	500	600	500	400	500	500	37400
J Topper	210	560	160	580	390	500	550	37290
Wartenberg	300	500	30	800	500	820	500	9760
D Weitz	500	700	600	500	100	500	100	39130

REMINDERS: Orders may be conditional only to events in the game upon which the BOURSE is based, not upon events within the BOURSE itself. Once again, we would like to remind all of you that if you want old orders cleared off the board, you will have to order them cleared. Just drop us a note with your buy/sell orders. (Would you believe that we still have some orders outstanding from JUNE?!?)

We have lots of cards. Anyone who wants to submit orders, but can't, can write us for cards. They're FREE! All you have to do is send a stamped envelope with your address on it, and we'll send you a bunch. Need instructions? We've got those, too. Just drop us a line.

Currently, less than 50% of the players are active, submitting orders. While we have no desire to encourage mountains of orders, we would like to point out that you can't win if'n you don't submit any. And, if you're losing, compete with Johnston for the Booby Prize!

1975CD

MENSA 4

GAMEMASTER: David Reynolds, 3468 Gunston Road, Alexandria, VA  
22302 . Tele: (703) 836-4651SUMMER 1903: Italy A Gal R OTB  
England (NMR) F NthS R OTB  
FALL 1903

NEW YEAR CELEBRATIONS ARE INTERNATIONAL! GERMANS EAT HAGGIS IN EDINBURGH, ITALIANS TRY WORST IN BOHEMIA, FRENCH DRINK BEER IN THE RUHR, RUSSIANS SEEK SAUNA!

AUSTRIA (Pike) (4): A Bud\*-Rum, A Ser\*-Rum, F Gre\*-Bud(sc), A Tri-Vie\*

CENTERS: Home, Ser, Gre (5) Build 1

ENGLAND (Zahn) (3, 1 short) F MAO\*-Bre, A Wal-Lvp\* CENTERS: Lvp, Lon, Edi (2) Even

FRANCE (Burt) (5, 1 short) A Por\* H, A Mar\* H, A Bur-Ruhr\*, F Pic\*-Bre

CENTERS: Home, Spa, Por (5) Build 1

GERMANY (Lydick) (7) F NthS-Edi\*, F Den-NthS\*, F Nuy-NugS\*, A Bel-Bur\*, A Mun\*S

A Bel-Bur, A Hol-Bel\*, A Hol-B\* H CENTERS: Home, Bel, Hol, Den, Nuy, Edi (8)

ITALY (Stimmel) (5, 1 short) A Tri\* S AUSTRIAN A Tri-Vie, A Pied-Ven\*, F WMed-Lyon\*,

F Aeg\*-Smy CENTERS: Home, Tun, Nyc (4) Even

RUSSIA (Carawan) (6) A Gal\*-Bud, A Vie S Gal-Bud /d/ R(Sil, War, OTB)\*, A Rum\* S  
A Gal-Bud, A Ukr\* S A Rum, F Sev-Arm\*, F Swe-Fin\*

CENTERS: Home, Rum, Swe (6) Build 1 or even, depending on retreat

TURKEY (Merrill, temporary player) (4) A Con-Rum, F Bla\* & A Con-Rum, F Smy\*-Aeg,  
A Bul\* & A Con-Rum CENTERS: Home, Bul (4) EvenRetreats, builds and Spring moves to David Reynolds (note COA) by Feb 3. Moves  
may be conditional on builds. Mr. Arnold E. Vagts is thanked for submitting moves  
for Austria. Chris Pike was not NMR last Spring. He had his moves in very early, by  
phone, and the soi-disant and incompetent Gamesmaster lost sight of them. We are all  
indebted to him for allowing the game to go forward without further delay.PRESS// NAPLES: Loyal Italian labor leaders halt shipments of spaghetti and  
pizza going to hungry Russian soldiers invading Austria.

1975CT

GAMEMASTER: David Forte, Apt 1107, 210 West 70th St.,  
New York, NY 10023 (212) 877-1081

SPRING 1904//HANCOCK INSURES CONQUEST OF PORTUGAL: RAFF ROUGHS IT ALONE

AUSTRIA Raff (3): A Vie\* S A Tri, A Tri\* S A Vie, A Bud\* S A Tri

ENGLAND Hancock (4): F Mid-Por\*, F NwP\*-Nth, A Bel\*-Pic, F Eng\* S A Bel-Pic

FRANCE Fiack (6): F Lon\*-Nth, A Gas-Spe\*, A Bre\* S F Pic, A Par-Bur\*, F Pic\* S A Bre,  
A Mar\* S A Par-Bur

GERMANY Hudec (5): A Ber-Kie\*, A Mun\* S A Ber-Kie, A Bur-Buh\*, F Swe-Nuy\*, A Sil\* H

ITALY Brenner (4): A Tyr\*-Vie, A Ven\* S A Alb-Tri, F Nau\*-Pru, A Alb-Tri /d/ annihilated

RUSSIA Nelson (5): A StP-Fin\*, A Mos\* S A Gal-War, A Gal-War\*, A War-Pru\*, F Kie-Den\*

TURKEY Kendter (7): F Ion\* S F Gre-Alb, F Gre-Alb\*, A Ser\* S F Gre-Alb, A Con-Ni,

A Bul\* S A Ser, F Rum\* H, F Smy\*-Aeg\*

Orders are due at my place on February 2.

\* \* \* \* \*

A CHALLENGE

Dear Diplomacy Players Everywhere:

I hereby christen myself THREE-D (Don Diplomacy Dewsnap). I challenge any 6+ year  
renown players to a Master's Game either in CLAW & FANG or carbon copy. I would like  
to hear everyone's recommendation to Diplomacy magazines.

/s/ THREE-D

111 Leavenworth #42

San Francisco, Calif 94107

GAMEMASTER: Steve Brooks, 4960 B Ave C, Great Falls, Mont 59405

## FALL 1903

BEF FAILS TO CRASH PART AT ICE PALACE. SPAIN FREE (TO BUILD ARMADA?). AUSTRIA-ITALY CONTINUE TO ROLL, WEST QUIET.

AUSTRIA Weswig: A War-Mos, A Gal-War, A Vie-Gal, F Aeg H, A Rum-Sev, A Ser-Rum, A Con H. CENTERS: Vie, Tri, Bud, Ser, Rum, Con, War, Bul, MOS, SEV (10) Build 3

ENGLAND Nozik: A Nwy-StP, F Bar S A Nwy-StP, F Nwg-Nwy, F Nth S F Nwg-Nwy CENTERS: Lon, Edi, Lvp, Nwy (4) Even

FRANCE Weitz: A Bur H, A Pic-Par, A Mar S A Bur, F Mid-WMed CTRS: Par, Bre, Mar, Por (4) Even

GERMANY Downing: F Bel H, A Ruh S F Bel, A Hol S F Bel, A Mun H, F Bal-Swe, A Den S F Bal-Swe CENTERS: Ber, Mun, Kie, Hol, Den, Bel, SWE (7) Build 1

ITALY Goldston: F Tun-NAF, F Tyr-WMed, A Pie H, A Smy-Ank, F EMed-Smy CENTERS: Ven, Nap, Rom, Tun, Gre, ANK, SMY (7) Build 2

RUSSIA Scött: A Lva S A StP, A StP S F Swe-Nwy, A Ukr-Rum, F Swe-Nwy /d/ R(Fin, Bot, OTB)

CENTERS: Ybb, StP, Sbh, Swh (1) Remove 1

TURKEY CD: A Syr H CENTERS: Ank, Syy

NEUTRAL: Spain

Winter 1903 adjustments due in Great Falls on January 31.

\* \* \* \* \*

AN ANNOUNCEMENT OR THREE

1. The players are reminded that failure to receive CLAW & FANG is not a reason for delay of a deadline. Under my new monthly schedule the zine will be in the mail within a week following the deadline (the first Saturday of the month.) It will generally be mailed on Thursday. (This one is going out on Friday but there are five weeks between deadlines this time.) Given this timeframe, if you do not receive CLAW & FANG within, say, 10-11 days of the publication date you had better let me know.

2. Anyone interested in a face to face game with me in Los Angeles on February 15 give Peter Shamray a call at 474-6121.

3. Is anyone interested in a play-by-mail game of Starprobe? If so drop me a line.

What is Tom McCloud's favorite food? See pages 5 & 6 of CLAW & FANG #62 sent your way by

DON HORTON  
16 Jordan St.,  
Sacramento, Calif 95826

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